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1\=====FAQ Infromation=====
.....\CHAPTER ONE/.....
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-|/----/Version History\----|\-----
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- Version 0.09 4/12/05 - Started on the Triforce Chart section.
- Version 1.00 5/01/06 - Finally finished after over a year.
- Version 1.10 5/03/06 - Accepted, and posted at GameFAQs. I went back and changed my e-mail address, got a new one. I also fixed a few spelling errors.
- Version 1.20 5/08/06 - Thanks to Conrad Ekkens and 15000VAC, I managed to solve a problem with Triforce Chart 5. Added them to the FAQ section and Triforce Chart 5.
- Version 1.25 8/12/06 - I fixed a few errors, spelling and grammar. I also recieved some helpful advice from Williewill on Triforce Chart 6. So make sure to read it.
- Version 1.30 3/22/08 - It's been a while since I've updated last, a year and a half, but I actually have a couple of things to add. First, I added a bit to Triforce Chart 5, this is the one with most problems, so I had to clarify. Secondly I have added my list of favorite Zelda games in the FAQ section after being asked this a few times.
- Version 1.31 6/30/08 - After recieving an email about how my ASCII logo at the bottom (it said naz15) appeared to say NAZIS and found it offensive I changed it a bit.

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-|/-----/Contact\-----|\-----
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You can contact me by e-mail at:
brandonleish@gmail.com

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\_____ /I.T.F.\
2\=====Introduction To FAQ=====
.....\CHAPTER TWO/.....
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-|/-----/Intro\-----|\-----
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your chart. There will be a beam of light shooting out of the sea. It begins to disappear as you sail nearer. Head to the spot you think it is at, there will be a sparkly sound of a chorus, and pull it up.

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/\ / \ - Triforce Chart 2 - \ /
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Chart Location: Private Oasis (E5)
Difficulty: 6/8
Length: Long
Preparations: 21 Joy Pendants, (later) Cabana Deed
Shard Location: Gale Isle (A4)

- Triforce Chart Description -

This Chart takes the longest to get if you don't have the Cabana Deed. This mission leans more on the hard side, but it isn't too hard, not for you. I will explain how to get the Cabana Deed first.

The Cabana Deed

This thing is pretty cool, you get your own house. The Triforce Chart is in your house, so, you also need it. I bet you're wondering what all those Joy Pendants were for, right? Check if you have 21 Joy Pendants. If you do, then Skip to the Windfall Island part. If you don't, read on. To get Joy Pendants fast, warp to Dragon Roost Island (B6) and enter the Dragon Roost Cavern. In the second room there are two Bokoblin with torches. Obviously, you can kill them to get the Joy Pendants, but they really don't give you those often. The best way to get Joy Pendants is to use your Grappling Hook on them. The Grappling Hook always gets the Joy Pendant from them. Steal a Joy Pendant from each. Leave the dungeon, re-enter, and repeat until you have 21 Joy Pendants. If you want, you can get 41 Joy Pendants to receive the Hero's Charm. The Hero's Charm is a mask that let's you see your enemies health when locked on. Anyway, after you have 21 or 41 butterflies, warp to Windfall Island (B4). Head to the Upper Floor of this Town where all of the little children surround you. Go into the School (The place with the chalkbord on front) and talk to the teacher with the pink hair. She will complain somewhat about some rowdy children. Now go outside and talk to the leader of the Killer Bees (the New Yorker capped kid) and they will play a little game of Hide and Seek. They will hide anywhere in Windfall except for inside or on the ocean. Here are the locations of all Four: Ivan, he is in the tree by the archway entrance, mailbox area. Roll into the tree and he will drop out. Chase after him until you catch him. Jun-Roberto is hiding behind the gravestone where you got the Song of Passing. Jin is in the back of the Bomb Shop, where you had to sneak in on Tetra before the Forbidden Woods. Jan is on top of the entrance arch, get there on the level with the school. She is behind a bush up there. After all of them are found, they will give you a heart piece, and talk about how it's their teachers birthday. Their teacher likes Joy Pendants so go to the school, and talk to the pink haired woman. Give her 1 Joy Pendant then she will ask for more. Give her 20 Joy Pendants, then she will give you the Cabana Deed. If you give her 20 more after obtaining the Cabana Deed, then she will give you the Hero's Charm.

Sail to the Private Oasis (E5) and walk up to the door. Show the door the Cabana Deed, and enter your own home! Whip out your Grappling Hook and swing

hit him before he summons any monsters, because then you will have to kill the monsters too. After the Wizzrobe is taken care of, turn on the Poes. Walk into the light and use your morror shield to reflect light on to both of the Poes. Once they both become thier mortal state (the hopping cowards) kill them with your sword. After every enemy is gone (including the monsters summoned by the Wizzrobe) a ladder appears. Climb it and open the chest to obtain your hard-earned Triforce Chart. This is the only Chart that you don't need to play the Wind's Requiem to recieve, other than the fifth one in which you pull up.

- Triforce Shard Description -

Pay Tingle, then warp to Outset Island (G2). Search for the beam of light, it should be in front of the island, rather close to it. Pull up your treasure, and rejoice.

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      /\  /\ - Triforce Chart 5 - \  /  
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Chart Location: Needle Rock Isle (E1)
Difficulty: 1/8
Length: Short
Preparations: Bring a good amount of bombs, you may want a bomb upgrade.
Shard Location: Cliff Plateau Isles (F7)

- Triforce Chart Description -

This is the easiest, and probably shortest Triforce Chart in the game. It is most like the first Triforce Chart, because you have to destroy a warship. It is also the only one (other than the Ghost Ship Triforce Chart) that you don't need to play the Wind's Requiem for. Warp to Greatfish Isle (D2) then sail Southwest to Needle Rock Isle (E1). Keep heading Southwest from the northern tip of the Isle until you run into three Cannon Warships (e-mail me if the direction is wrong). One of the Warships are Gold, that is the one you want to destroy. If you have trouble sinking it, sink the other two first, then go for the gold! After sinking the Gold, pull up the treasure from its light ring. Tada!! The fifth Triforce Chart.

A common problem with this Chart is that people destroy the Warships, leave, then return and cannot find the glowing rings. Here is the puzzle and how we solved it.

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Q: / - SUBMITTED BY CONRAD EKKENS - \  
  ||-- ----- --|| _____||  
/ Hi there:                                     \  
|                                                                 |  
| I saw your faqs on line, hope you don't mind a question:    |  
|                                                                 |  
| I sank the gold ship (good for me), but didn't retrieve triforce chart 5. |  
| I later realized what I was supposed to have done, but now the location |  
| doesn't glow in the water and I don't know how to get the chart. It's  |  
| the last one I need, is there anyway to get it now?         |  
|                                                                 |  
| Thanks for any help you can offer.                             |  
|                                                                 |  
\ Conrad                                        /
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\ - SUBMITTED BY CONRAD EKKENS - /
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A: Thanks to 15000VAC, I was able to solve this puzzle. Here's what he said:

If you sink the Golden Ship, but leave the treasure: A Light Ring should appear where the ship was sunk.

A lot of people have come here over time with the problem of not being able to find the Golden Ship because they have sunken the ship earlier in the game.

Normally! There are three vessels within close proximity to one another, (two Gun Boats, and the Golden Ship).

Their location is slightly N/W from where the secret grotto is, on Needle Rock Isle. Or, West from where the mailbox is.

If all three vessels are sunk, but no treasure is retrieved: You will see three Light Rings within close proximity to each other. And the Triforce chart is always below one of them.

The Light Ring is not like the big ones, but appear as just a normal light ring.

Hope this helps.

Something I found is that you need to be in your boat to find the rings. Using a telescope or seagull won't help. Look in the general direction where you destroyed the boats, and there should be three rings (unless you pulled some up earlier).

I still receive emails to this day from people not being able to find the light rings. I know that, despite the above information, they can be difficult to find. Just know that these light rings WILL appear, and if you can't find them then make sure you double and triple check the sector. Make sure you've done everything right and have destroyed the right ships. I've had many people, after emailing me about having trouble finding the rings, email me later to tell me they found them. It just takes time, don't worry.

- Triforce Shard Description -

Warp to Tingle Island (C3) and pay Tingle the money to decode the chart, then warp to Forest Haven (F6). Sail East to F7 where Cliff Plateau Isles holds the next Triforce Shard. Find the light, listen for the sound, and pull it up!

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 /\  /\ - Triforce Chart 6 - \  /
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Chart Location: Outset Island (G2)
Difficulty: 8/8
Length: Long
Preparations: Upgrades of everything, hurricane spin, grandma's soup, faries,
and you NEED the double magic.
Shard Location: Southern Triangle Isle (E4)

- Triforce Chart Description -

This is the hardest Triforce Chart to get, and possibly the hardest thing in the whole game other than the Heart Piece there. This chart is located in a secret cave called the Savage Labyrinth. The Savage Labyrinth consists of 51 floors, and 45 of those floors have insane amounts of enemies. The enemies aren't scattered out either, each floor is one, round, room. Each floor gets harder. This is the longest Treasure Chart too, and unlike the second and fourth, the long part is actually getting the chart. 51 floors is a real pain, but luckily, you only need to go through 31 floors to get the Triforce Chart. Even though this may sound harsh, I reccomend going through all of the floors because of the prize in the end: a Heart Piece. If you wan't to get the Heart Piece, you wouldn't want to do that cave again, so do it now. Enough with terrifying you, on with the chart.

Warp to Outset Island (G2) and head to the very highest peak on the side with the watch tower (before you crossed the bridge in the very beginning of the game). There should be a man on top looking right at the dungeon through his telescope. Get to the highest peak, change the wind to the labyrinth's direction, then fly there with the Deku Leaf. You NEED the double magic meter to do this. The double magic meter is obtained by defeating the Big Octo at Two Eye Reef. Another way (and easier way) is to go behind your Grandma's house and hookshotting up to the tree on the cliff above you. Either way, I highly suggest that you get the Double Magic Meter. Once you reach the cliff, lift the Stonehead and enter the hole. You will come into a room with a hole, a few faries (fill up your bottles) and a sign saying: SAVAGE LABYRINTH.

Williewill had this advice for this dungeon, and it's pretty helpful.

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/ - SUBMITTED BY WILLIEWILL - \
||-- ----- --||-----||
/ Hey man, I used your FAQ and found it to be really clear and helpful. One\
| comment I have for the Savage Labyrinth. It is amazingly helpful to use |
| the grappling hook to steal stuff from the enemies. I got hearts, magic, |
| arrows, rupees, the works. Even though I was stocked with four fairies |
| and all that, I was able to get through without dieing at all, (not to |
| mention that it was very rewarding too). Anyways, I thought I would just |
| let you know. And again, I really have enjoyed your FAQs and such. |
\ Thanks! /
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Here are what each floor contains:

(They all contain holes for you to jump to the next floor, save for floor 51)

- 1. Fairies, hop into the hole.
2. A whole bunch of Keese, boomerang works best.
3. A few miniblin, your hurricane spin works well.

4. A few Bokoblin, with sticks or swords.
5. A few Red Chuchus, the jelly monsters.
6. Some Magtails, no big threat,
7. Evenly divided Keese and Miniblin.
8. Fire Keese, and a couple of magtails.
9. A couple of Fire Keese, and some Bokoblin.
10. 2 Moblins, the buff dudes with spears.
11. Rupee Room!! Refill hearts, get rich! Don't step in the light, it takes you back to the beginning.
12. A bunch of Peahats, two boomerang hits each.
13. Some Green Chuchus.
14. Boko Babas, the living plants.
15. The warrior Bokoblin, with shields.
16. Wingless Mothulas, what a pain.
17. Some Peahats and Boko Babas.
18. The Bokoblin in pots, and Green Chuchus
19. Some Wingless Mothula, and a couple of Bokoblin.
20. Finally, two real, flying, Mothulas. A Fire Arrow to each of them.
21. Rupee Room!! Don't step in the light, only ten more floors to the Chart!
22. Three Wizzrobes, Fire Arrows work wonders here.
23. Some armos, annoying statues.
24. Two, giant, Armos Knights.
25. A whole bunch of Yellow Chuchus in pots. This room freaked the living crap out of me because I though they were bokoblin in pots. I was electrocuted!
26. Red Bubbles, be grateful they're the red ones.
27. I love Darknuts. A Darknut and a couple of Bokoblin.
28. Wizzrobes and Armos.
29. Armos Knights and Red Bubbles.
30. Darknuts, yay!
31. TRIFORCE CHART 6!!!!!!!!!!!!!! All of that hard work! Refill and get rich.

You may now step in the light, unless you are going for the heart piece. If you are trying to get the heart piece, step in the light OTHER than the one that takes you back to the beginning and shine it on the statue. Drop down the hole:

32. Too many Redead (shudder)
33. This is the worst room in the cave!! A whole bunch of Blue Bubbles! You will see why I hate this room so much when you get there.
34. Dark Chuchus, shine the light on them, then crush them with the Hammer.
35. Poes, shine the light on them, then hack away.
36. Mothulas, kill them with the Fire Arrow, too easy.
37. Redead and Moblins, bad mix.
38. Dark Chuchus and a Mothula.
39. Poes and Moblins.
40. This floor and 33 are terrible!! Blue Bubbles and Stalfos!!
41. Rupee Room!! Don't step in the light.
42. An incredible ammount of Miniblin, HURRICANE SPIN!!
43. The most Chuchus you will ever see in your life.
44. Wizzrobes everywhere!
45. A LOT of Bokoblin.
46. Redead and Stalfos, too many undead.
47. Moblins and Darknuts.
48. Wizzrobes and Darknuts.
49. A TON of bombs, and Stalfos.
50. 4 Darknuts and Mighty Darknuts, with fire breathing statues!!
51. A PIECE OF HEART and... LIGHT!!! Enter the light!

Difficulty: 5/8

Length: Medium

Preparations: Arrows, magic, and all other necessities for combat.

Shard Location: Two-Eye Reef

- Triforce Shard Description -

This Chart is almost identical to the seventh. You end up in the exact same room. The only differences are the enemies, they are harder in this one. Warp to Dragon Roost Island (B6) and sail Northeast to Overlook Island (A7). Hookshot to all of the trees on the island until you reach the Cave entrance. Like I said, this cave is the same as the cave for the Seventh Chart. A locked door, and four other rooms with enemies inside. I'll describe each of the four rooms, starting with the one right of the locked door, and going clockwise. The first room contains two Wizzrobe Summoners (the ones that summon monsters). Well this sucks, and TWO! Release two fire arrows to each of them, and they'll be gone. Also remember to kill the monsters that they summon. Once you exit a torch will be lit, that's one out of four. The next room has about five jars (give or take a couple) with Bokoblins inside. Once you get close to the jar, a shielded Bokoblin will pop out. Simply use combos on them until they're all dead. Another torch, another room, now onto the next. This room has a few Armos Knights (yeah, the big daddies). Try to awaken one at a time, then throw the bombs in their mouths once they're open. Run away afterwards, they make BIG explosions, as you should know. Kill them all, then the third torch will start up. The next room is home to two Stalfos. Lure them apart, then blow one of them up. L-target his head, then slice him up. Do the same with the second, then go back out to find that the final torch has been lit. Once again there are Darknuts, but this time there are four. Yes, four Darknuts in a very small space. This could get ugly. Just try to make it so only one sees you, other than that, good luck. Destroy the pillars with the Skull Hammer if you want to get rich, then through the unlocked door. Play the Wind's Requiem on the Wind Crest, then grab your final Triforce Chart.

- Triforce Shard Description -

Pay Tingle 398 rupees for the last time (mmmuuaahahahaha) then warp to Southern Fairy Island (F4) then sail South to Two-Eye Reef (G4). You may want to clear the reef before pulling up the shard, because the shard is inside. After pulling up the final shard, your Triforce Shards will fuse to become the Triforce Piece of Courage, yay!!

_____ /F.A.Q.\
4\=====Frequently Asked Questions=====

.....\CHAPTER FOUR/.....
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Here's the section where you can ask questions, and I'll answer. Just e-mail me at:

brandonleish@gmail.com

I'll answer your questions and add them here. Just make sure your question isn't already here before proceeding to ask.

Q: I got the Triforce Chart, but I can't find the Triforce Shard?
A: You must get it translated by Tingle on Tingle Island (C3). You have to pay an extreme of 398 rupees, but hey, it's the only way to beat the game.

Q: Huh? The beam of light disappeared, I can't find the shard?

A: Like other treasures at sea, the light will disappear once you get close enough. Just listen for the "holy" SFX, and drop the hook in the general direction it is coming from.

Q: Can you tell me how to beat [insert boss name]?

A: I would like to, but this FAQ is based on helping you find the shards. If you need help on the bosses (or any other non-triforce related material) read the FAQ on that specific topic.

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Q: / - SUBMITTED BY CONRAD EKKENS - \  
  ||-- ----- --||-----||  
  / Hi there: \   
  | \   
  | I saw your faqs on line, hope you don't mind a question: |   
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  | \   
  | Thanks for any help you can offer. |   
  | \   
  \ Conrad /   
  ||-- ----- --||-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-||   
  \ - SUBMITTED BY CONRAD EKKENS - /   
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Hope this helps.

Something I found is that you need to be in your boat to find the rings. Using a telescope or seagull won't help. Look in the general direction where you destroyed the boats, and there should be three rings (unless you pulled some up earlier).

Q: What are your favorite Zelda titles?

A: Zelda is one of my favorite series, and yes, I have beaten them all and even own them all (except for the infamous CD-i pseudo-series). Here are my favorites in order (I love them all, despite their place on the list):

\ |/)_/ / \ |/ (_____ / /
 \ _____ /brandonleish@gmail.com \ _____ /

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